AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the international application.

1. *(currently amended)* Method for generating game control data for an electronic game dependent from context related data comprising:

   [[-]]   accessing context data, and

   [[-]]   generating game control data on the basis of said accessed context data.

2. *(currently amended)* Method according to claim 1, further comprising:

   [[-]]   executing a game according to said generated game control data.

3. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said accessing context data further comprises processing of context data.

4. *(currently amended)* Method according to claim 3 ~~anyone of the preceding claims~~, wherein said processing of context data is performed in response to actual game data.

5. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said context data comprise sensor data.

6. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said context data comprise music data.

7. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said context data comprise visual data.

8. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said context data are used to control the timing of the electronic game.

9. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~,

wherein said context data are used to control events in said electronic game.

10. *(currently amended)* Method according to claim 1 ~~anyone of the preceding claims~~, wherein said context data are used to control actions in said electronic game.

11. *(currently amended)* Computer program product comprising program code ~~means~~ stored on a computer readable medium for carrying out the method of claim 1 ~~anyone of claims 1 to 10~~ when said program product is run on a computer or network device.

12. *(currently amended)* Computer program product comprising program code, downloadable from a server for carrying out the method of claim 1 ~~anyone of claims 1 to 10~~ when said program product is run on a computer or network device.

13. *(currently amended)* Analyzer module comprising:

[[-]]   an interface connectable to a data source for receiving context data,

[[-]]   an interface connectable to a game execution processor, for outputting game control data, and

[[-]]   a processing unit for generating said game control data in accordance with said received context data.

14. *(currently amended)* Analyzer module according to claim 13, wherein ~~characterized in that~~ said analyzer is incorporated in a synthesizer module.

15. *(currently amended)* Electronic gaming device comprising:

[[-]]   a first processing unit for executing an electronic game, ~~characterized in that said gaming device further comprises a~~

[[-]]   an interface for connecting to a data source for context data, ~~and~~

[[-]]   a second processing unit for generating game control data on the basis of said context data, said second processing unit being connected to said interface for receiving said context data, said second processing unit being connected to said first processing unit for transferring generated game control data to said first processing unit, and

    wherein said first processing unit is adapted for executing an electronic game according to said received game control data.

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16. *(original)* Electronic gaming device according to claim 15, further comprising a storage for storing of context data or game control data.

17. *(currently amended)* Electronic gaming device according to claim 15 ~~or 16~~, wherein said connection between said first and second processing units is a two-way connection.

18. *(currently amended)* Electronic gaming device according to <u>claim 15</u>~~anyone of claims 15 to 17~~, further comprising at least one sensor connected to said second processing unit.

19. *(currently amended)* Electronic gaming device according to <u>claim 15</u>~~anyone of claims 15 to 18~~, further comprising an interface for accessing music data.

20. *(currently amended)* Electronic gaming device according to <u>claim 15</u>~~anyone of claims 15 to 19~~, further comprising an interface for accessing visual data.

21. *(currently amended)* Electronic gaming device according to <u>claim 15</u>~~anyone of claims 15 to 20~~, further comprising a limiting device connected to said first processing unit for limiting the execution of said electronic game according to said received game control data.

22. *(currently amended)* Electronic gaming device according to <u>claim 15</u>~~anyone of claims 15 to 21~~, wherein said electronic gaming device is a mobile gaming device.

23. *(original)* Electronic gaming device according to claim 22, wherein said electronic gaming device further comprises a cellular telephone.

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